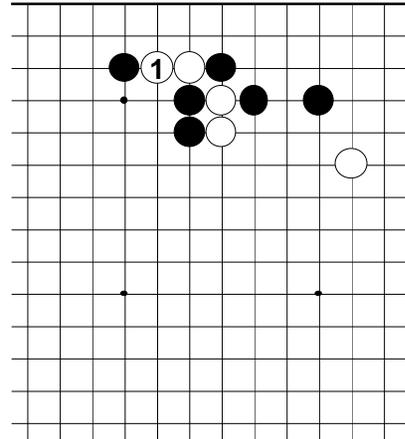


### Basic Position One



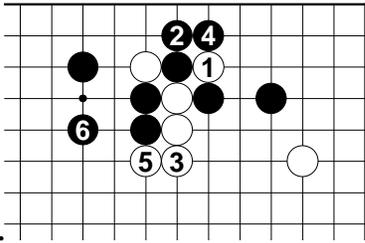
### WHAT IS THE BEST RESPONSE TO WHITE 1?

#### Don't Waver

White 1 is an unsound bluff hoping for an error by Black. If Black doesn't know the correct response, he can get in a lot of trouble.

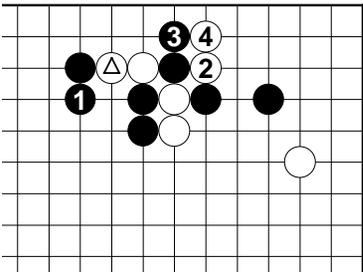
#### Proper Black Attitude

Firmly taking away liberties is the best way



**Diagram 1 (Proper play by White)**

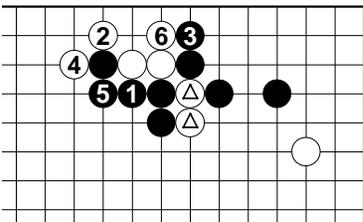
Instead of 1 in the Basic Position, proper play consists of cutting at 1 and extending to 3. Black grips a stone with 4 and jumps to 6 to complete the *joseki*. White's hope in playing the unsound bluff of 1 in the Basic Position is ...



**Diagram 2 (Black is snared by the trap)**

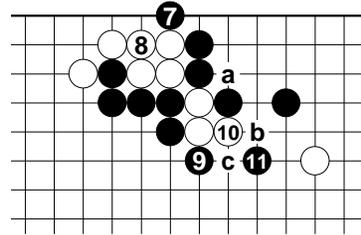
that Black will extend to 1. Then White cuts at 2 and catches two stones by extending to 4. The marked stone is in just the right position to get the job done. Therefore, instead of Black 1 here

...



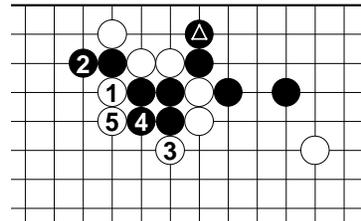
**Diagram 3 (Correct resistance by Black)**

Black 1 is absolutely necessary. Although the shape is bad, this move takes away a liberty. The best White can manage is to *hane* at 2. If the ladder is favorable, the descent to 3 is a great move. White has nothing better than to give atari with 4 and save the two stones with 6. Black can now turn his attention to attacking the two marked stones



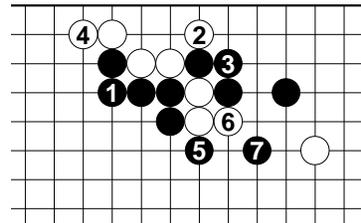
**Diagram 4 (A huge success for Black)**

Black can give *atari* with 7, then with 9. If White tries to escape with 10, then Black 11 is a brilliant move that stops White cold. White's cut at *a* is a trifle worrying, but Black can squeeze at *b*, then give *atari* at *c*. White is caught in a ladder.



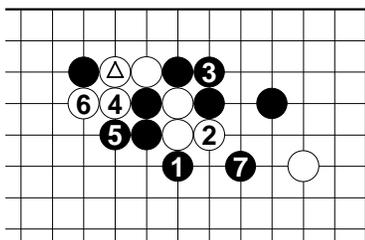
**Diagram 5 (Watch for the ladder)**

As we mentioned in Diagram 3, the successful result in Diagram 4 is predicated on a ladder being favorable to Black. If the ladder favors White, then it's possible to answer the marked stone with White 1 and 3. Now it is Black whose position crumbles, so you need to watch for this ladder.



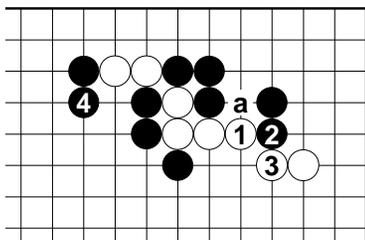
**Diagram 6 (Black is fine)**

If the ladder is bad Black can solidly connect with 1. White gets some extra space by forcing with 2, but as in Diagram 4, Black can still capture with 5 and 7, with a fine position.



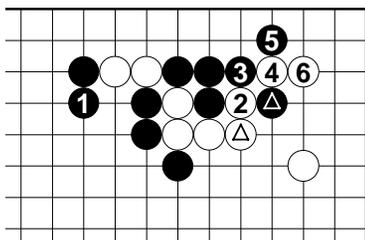
**Diagram 7 (White can breathe)**

When White plays the marked stone (returning to the Basic Diagram), Black can start by giving *atari* with 1 (although this is less preferable than the course of play in diagrams 3-6). Black's connection at 3 makes a *miai* of the extension at 6 and the net at 7. White will push out with 4 and play will follow the course up to Black 7. This final position is playable for Black.



**Diagram 8 (If White gets greedy ...)**

If White skips 4 in the previous diagram, and hopes to use the push at 1 as a forcing move, he's wishing for an early Christmas. Black can force with 2, then play the extension at 4. Black has absolutely nothing to fear from this fight since Black *a* is forcing. But if Black misses the chance to play at 2...



**Diagram 9 (White gets his wish)**

Hurrying to play the extension at Black 1 gives White his wish after the push and cut of 2 and 4. Black's only option is to give

*atari* from below with 5, but the loss of the marked stone leaves his position lifeless